

NAPOLEON'S CAMPAIGNS: 1813 & 1815™



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TABLE OF CONTENTS

1.0 INTRODUCTION	1
2.0 GLOSSARY	1
3.0 SETTING UP THE GAME	1
4.0 SEQUENCE OF PLAY	2
5.0 ZONES OF CONTROL	3
6.0 UNIT MODES	3
7.0 STACKING	4
8.0 MOVEMENT	4
9.0 COMBAT	5
10. DISPATCHES	6
11.0 CORPS MORALE AND FATIGUE	6
12.0 ORDER TYPES	7
13.0 THE ORDERS	7
14.0 FORCES AND HOW TO USE THEM	9
15.0 ORDER OF BATTLE	10
16.0 CREDITS	12

1.0 INTRODUCTION

NAPOLEON'S CAMPAIGNS: 1813 & 1815 is a corps-level game simulating Napoleon's Leipzig and Waterloo campaigns. Each player will receive only limited knowledge of the location of his own and his enemy's troops. This will be achieved from the intelligence display and dispatches from subordinate commanders. During a game each player is given a unit representing the army commander and attached staff and escort. A player will only be able to exert immediate control over units within a 5-hex radius of the commander unit. All units may only be ordered through the sending of dispatches which will be interpreted by the individual corps commanders (played by the computer). The intention is to accurately recreate the command control problems that were prevalent during the Napoleonic wars.

Note: Many times while playing this game, you will believe that something has gone wrong with the program. Although there is no way to guarantee that the program works 100% of the time, it is more likely that you have misinterpreted a rule or one of your corps commanders did something you didn't expect (like resting his corps when you wanted him to march to the sound of the guns). At first, this game will confuse and frustrate you, and only after several games will you begin to grasp what's happening. But remember, Napoleon didn't become Napoleon after only one battle.

1.1 Parts Inventory

- A) Game Box
- B) Rule Book
- C) 5¼" Game Disc
- D) Two Double Sided Mapboards
- E) One Command Card
- F) 100 Die Cut Counters

1.2 Starting a Game (DOS 3.2 or DOS 3.3)

To begin a game; boot your game disc (insert the disc in drive one and turn on your computer) and the game will begin automatically. If you are using an Apple II with PASCAL, you must use your BASICS disc. If you are using an Apple III, you must first go into Apple II Emulation Mode.

1.3 Saving a Game

During the Order Entry Phase, the players will be allowed to save a game in progress (see Menu A). Enter the order SG and the computer will give appropriate instructions. If you choose to save the game, you will need a scratch disc to store the data. The scratch disc must be initialized for SSI use by following the instructions included in the program. Once the game is saved, you will be able to restart it from the point at which you left off.

1.4 Game Scale

Each hex represents 4 miles. Each day turn represents 4 hours with each night turn representing 8 hours. Each strength point represents 100 men or one 8 pound artillery piece.

1.5 The Units



Enemy



Friendly



Friendly &
Enemy



Activity
Report

2.0 GLOSSARY

Aggressiveness Rating — The relative aggressiveness of a commander ranging from -30 to +30; negative ratings represent underaggressiveness, positive ratings represent overaggressiveness.

Battle Odds — A ratio of the combat strengths of two opposing forces.

Cavalry Corps — A corps which has no infantry or foot guns.

Combat Mode — The indication of what action a force is taking in the face of the enemy.

Communications Hex — A hex on the map to which a player's forces may trace a "line of communications".

Corps Morale — A rating showing a corps' fatigue and willingness to fight.

Estimated Battle Odds (EBO) — The battle odds (expressed as a ratio) that the commander THINKS exists between the enemy and friendly forces involved (not including leadership ratings).

Fatigue Level — An indication of how tired a corps is. A unit's fatigue level = (2 - total fatigue suffered).

Force — One or more corps under the Primary commander's personal orders.

Infantry Corps — Any corps with infantry or foot guns in it.

Leadership Rating — The tactical ability of a commander, ranging from 1 to 9.

Line of Communications — A path of road hexes leading from a communications hex.

March Mode — The indication of the speed in which a unit is moving; modes are rest, normal, and force. The march mode determines the number of movement points a unit has available for movement.

Movement Allowance — The number of movement points a unit has to expend each turn.

Movement Points (MP) — The quantification of time spent performing an action.

Secondary Army Commander — A deputy army commander whose only function is to coordinate and lead combat units during combat when the primary commander is not there.

Zone of Control (ZOC) — The area a unit can extend its influence into. This includes the six hexes surrounding a unit and the hex the unit occupies.

3.0 SETTING UP THE GAME

Each player in turn will define his armies' lines of communication (LOC), and each of his corps' starting urgency and contact mode. The French player will also number his corps as desired and designate their starting hexes (starting hexes may only be designated in the Waterloo scenario).

3.1 Defining the LOC

The LOC is a path of road hexes leading from the communications hex, which allows a corps to receive supplies and force orders.

3.1.1 — If the player is the French player in Waterloo, he will first be asked what corner hex is desired. The corner hex will be the hex which appears in the upper left hand corner of the screen. the corner hex's x coordinate may not be greater than 9, and the y coordinate may not be greater than 13. the map will then be displayed. If the player is the French player in Leipzig or the Allied player, the map will automatically be displayed and the computer will skip to section 3.1.3.1.

3.1.2 – The player may continue looking at different sections of the map. Each time a section of the map is displayed the player will be asked if he wishes to continue looking at the map. If the response is yes the computer will return to step 3.1.1.

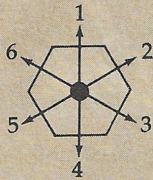
3.1.3 – The player will now choose his communication hex. The hex must be a road hex. If the player is commanding the Allied forces in either scenario, or the French forces in Leipzig the communications hex is pre-defined. If the player is commanding the French army in Waterloo he may choose a road hex on the bottom (south) edge of the map and to the left (west) of x coordinate 16 (i.e. (1, 18); (2, 18); ... (15, 18)) or Tournai (1, 12). If the hex chosen is not on the area of the map currently displayed the computer will return to step 3.1.1.

3.1.3.1 – The communication hex for Allied corps 1-4 in the Waterloo scenario is Liege (21, 9) while the communication hex for Allied corps 5-8 and 11 is hex (10, 1).

3.1.3.2 – The communication hex for the French in the Leipzig scenario is Leipzig (8, 11). The communication hex in the Leipzig scenario for the Allied corps 1-7 and 11 is hex (9, 18), for corps 8 hex (21, 16), and for corps 9-10 hex (1, 6).

3.1.3.3 – Note that in the Leipzig scenario the French player will be allowed to shift his communications hex later in the game (see the scenario special rules).

3.1.4 – A cursor will now appear on the communication hex and the question 'Direction?' will be asked. The response must be a 1, 2, 3, 4, 5, 6, 0 or X. Numbers 1-6 will move the cursor and communication line in the direction shown below. If an improper direction is entered, the cursor will simply flash in place. A '0' will return the player to step 3.1.2. An 'X' will finish the definition of the LOC.



3.1.5 – Each communications line is limited in length to a set number of hexes as specified in the scenario rules.

3.2 Numbering Corps

The number of a corps is very important to marching priorities. A low numbered corps will have right of way over a high numbered corps. Therefore, to decrease traffic jams and have the desired corps at the head of a column, thought should go into the numbering of corps. Because of the general lack of Allied command control and unwieldiness of their corps, the Allied commander's corps will be arbitrarily designated.

Note: Headquarters detachments are always number 11. The French player will be shown each of his corps, their strengths, and leaders. With this information, he will be asked to number each of his corps.

Note: An 'L' next to the corps designation indicates the presence of light cavalry. An 'S' indicates that at least 20% of the corps is composed of special troops (light infantry, rifleman, grenadiers). Eff indicates average effectiveness rating of the corps.

3.3 Assigning Starting Hexes

Only the French may designate their starting positions and only in the Waterloo scenario. In all other cases the starting hexes are preassigned and will be shown to the player. For the French in the Waterloo scenario, the starting hexes must have x coordinates of less than 17 and y coordinates greater than 15. The French may also set up in Tournai (1, 12).

3.4 Assigning Starting Urgency

The starting urgency is next assigned. The urgency will effect the actions of the corps.

3.5 Assigning Starting Contact Mode

In assigning the starting contact mode, it is important to realize that while a contact mode of Initiative (I) will increase the chance of the corps doing the right thing, there is a (sometimes fatal) loss in reaction time.

4.0 SEQUENCE OF PLAY

4.1 Reconnaissance Phase

During this phase the corps reconnoiter the hexes they occupy and those immediately surrounding them. Corps in patrol mode will reconnoiter in a 2 hex range. Corps which are in an enemy ZOC and have an initiative contact mode will determine their combat mode.

4.2 French Player Phase

4.2.1 – The computer will print "French Player Turn. Type Return to Continue." If an "X" is typed, the computer will skip to step 4.26.

4.2.2 – The player will receive any activity reports. Activity reports report current positions of enemy or friendly troop concentrations. Some activity reports may be false.

4.2.3 – The player will receive any arriving battle reports. Battle reports include the time of battle, the friendly corps involved, the hex, whether the player's forces were attackers or attacked, estimated casualties, and exact enemy strength before the battle.

4.2.4 – The player will receive any arriving reconnaissance reports. These include the time sent, the friendly corps performing the reconnaissance, the estimated enemy strength, and their hex.

4.2.5 – The player will receive any arriving location reports. These include the time sent, the hex occupied, and, in some cases, the combat actions planned by the reporting corps.

4.2.6 – The player may issue any order in Menu A. A command of 'OF' will pass the player to Menu C; a command of 'OC' will pass the player to Menu B; and a command of 'ET' will end the player's phase. From Menu B or Menu C a command of 'EX' will return the player to Menu A. From Menu B a command of 'OC' will pass the player to Menu B for another corps specified by the player.

4.3 Allied Player Phase

Identical to French Player Phase except it is the Allied player who is receiving reports and issuing orders.

4.4 Order Receipt Phase

Any corps receiving orders will read the orders. All orders previously received will be lost if non-immediate orders arrive, and any movement points currently being spent are lost. Therefore: *Do not continually send new orders to a corps. Hurrying a unit along will simply cause it to March in place.* Instead, several turns of orders should be sent at once. Note, also, that sometimes corps may be a little slow to follow orders.

4.5 Execution Phase

Both players corps will be moved and battles will be fought. Corps in enemy ZOC's with a contact mode other than that of Initiative will enter combat mode. This phase will last from 1/2 to 2 minutes. During 0500 turns in the Leipzig scenario this phase will be skipped.

4.6 Fatigue Phase

Corps which are in force march mode gain 1 fatigue point (i.e. become tired). Corps which are in normal march mode and have spent movement points will remain unchanged. Corps which were in rest march mode or spent no movement points will lose 1/4 fatigue points. If the resting corps can trace a line of communications or is a French corps during the first 4 days of a game (see scenario rules), it is in supply and loses an additional 3/4 fatigue point. Fatigue effects performed at night cause triple fatigue (i.e. the 2100 turn fatigue update effects are tripled).

Note: Each game will begin with an initial Fatigue Phase before the first reconnaissance phase.

5.0 ZONES OF CONTROL

A corps' ZOC consists of the hex it occupies and the six surrounding hexes. All corps leave patrol mode when in an enemy ZOC. ZOC's do extend across river hexsides.

6.0 UNIT MODES

Modes are representations of troop dispositions and actions. There are five types of modes: contact, combat, march, patrol, and deployment mode.

MODES

Contact	Combat		
Initiative	Withdraw		
Withdraw	Stand		
Stand	Attack		
Attack	Hasty Attack		
Hasty Attack			
March	Patrol	Deployment	
Rest		Road	
Normal		Deployed	
Force			

6.1 Contact mode represents the orders that the player (as the army commander) gives to the corps commanders concerning what the corps should do when it enters an enemy ZOC (or vice-versa). These orders are binding to the corps and must be obeyed even if the corps commander dislikes them.
Exception: Demoralized corps always withdraw.

6.1.1 Initiative

In this mode, the corps commander is given the opportunity to decide for himself the combat mode he will enter during the next reconnaissance phase. The decision is based on the estimated battle odds, the aggressiveness of the commander, and the urgency of his orders.

6.1.2 Withdraw, Stand, Attack, Hasty Attack (see Section 6.2)

The Army Commander (the player) orders the corps to enter the designated combat mode (listed above) whenever it is in an enemy ZOC regardless of the size of the enemy unit(s) or the risk involved.

6.2 Combat mode

Combat mode orders govern the actions of the corps when in an enemy ZOC. A combat mode is only chosen when the corps is in an enemy ZOC. If the corps has a contact mode of initiative, this combat mode is chosen during the next reconnaissance phase. At the end of any Execution Phase, when the corps is no longer in an enemy ZOC, the corps leaves its combat mode assuming an INACTIVE COMBAT MODE. Combat modes are either withdraw, defend, attack, or hasty attack.

6.2.1 Withdraw

Withdraw mode means the unit enters force march mode, then road deployment mode, and moves under the following priorities:

- 1) The unit may not withdraw into woods
- 2) The unit may not withdraw into an enemy occupied hex or through enemy lines as given in 6.2.1.1.
- 3) The friendly unit will attempt to withdraw into the hex it was ordered to retreat to (see command RT on Menu B — Section 13.2.4).
- 4) The friendly unit will attempt to withdraw along its line of communications.
- 5) The friendly unit will attempt to withdraw in the direction last moved.
- 6) The friendly unit will attempt to withdraw in any available direction, starting at direction 1 and moving clockwise.

Corps attempting to withdraw have only a chance of being able to safely withdraw. In order to withdraw safely the corps morale must be greater than or equal to a random number between 1 and 4. If the morale check fails, then all corps not in withdraw contact mode will change their combat mode to stand. Corps in withdrawal contact mode will make another morale check. If it is successful the corps will withdraw safely. If unsuccessful, then the corps will still withdraw, but it will lose 50% of its strength (less 5% for each leadership point of the corps commander). This is called routing.
Note: If a corps is in the hex occupied by the primary army commander, the player will determine whether the corps will make its second attempt to withdraw.

6.2.1.1 – Enemy lines are defined as follows:

Whenever a unit enters an enemy occupied hex which contains no friendly units, the battle lines are drawn, with the direction from which the unit entered the hex, and the two adjacent directions, becoming the lines of the side with the entering unit (the other directions become the lines of the enemy unit). Once the enemy lines have been drawn, additional units entering the hex will only change the lines if they belong to the side that had the original entering unit. In this case new units could increase the lines of the entering side while decreasing the lines of the unit originally in the hex.

Example: If a French unit enters an Allied occupied hex from direction 4 (coming from the south), then the French lines are considered to be in direction 3,4, and 5, while the Allied lines are directions 1,2, and 6. If later in the game another French corps enters the hex from direction 2, then the French lines would include directions 1,2,3,4, and 5, while the Allied lines would be reduced to direction 6. In this way the Allied army may be surrounded by another French corps entering from direction 1,5 or 6.

6.2.2 Stand

In this mode, the unit enters normal march mode, deployment mode, then enters rest march mode.

6.2.3 Attack

When given this order, the unit will enter normal march mode. If no enemy occupies its hex, it will enter road march mode and move into an enemy occupied hex on the same priorities as withdrawing (ignoring priority two). When in an enemy occupied hex, the corps will deploy, if not deployed, and attack the enemy unit(s). Attacks in hexes in which there are other friendly corps are made separately unless an army commander is "leading the attack".

6.2.4 Hasty Attack

The corps so ordered behaves in the same manner as an attacking corps except that 1) it enters force march mode, and 2) it will not bother deploying in the enemy occupied hex.

When attacking, undeployed units will suffer more casualties than deployed units.

6.3 March mode

This is the speed at which a corps executes its orders. Possible march modes are rest, normal, and force march.

6.3.1 Rest Mode

Units in rest mode have no movement allowance but may recover from fatigue.

6.3.2 Normal Mode

Units in normal mode have a movement allowance of 3 if infantry corps and 4 if cavalry corps. They suffer fatigue if they move at night.

6.3.3 Force March Mode

Units in force march mode have a movement allowance of 4 if infantry corps and 6 if cavalry corps, but they suffer fatigue gains.

6.4 Patrol Mode

Patrol Mode may only be used by corps with light cavalry. Corps in patrol mode have a reconnaissance radius of 2 hexes, and assume a normal march mode. Corps in enemy ZOC's or which move leave patrol mode and must be given a new order to once again enter patrol mode.

6.5 Deployment Mode

6.5.1 Road Mode

A corps organized in a column along a road (not necessarily in a road hex) is in Road Mode.

6.5.2 Deployed Mode

A corps deployed in battle order is in Deployed Mode. Corps in Road Mode may move. Corps in Deployed Mode may not move from hex to hex.

7.0 STACKING

7.1 A corps may only enter a hex if there are no friendly units in road mode in the hex. Corps wishing to enter a hex in which there is a friendly unit in road mode will force the friendly unit to deploy if the moving corps has a lower unit number. For example, if corps 2 tries to enter a hex containing corps 1, corps 2 will wait until corps 1 deploys or leaves the hex. If corps 1 tries to enter a hex containing corps 2, corps 2 will be forced to deploy in order to allow corps 1 to enter the hex.

7.2 A corps may always enter a hex containing a friendly army commander. This always supercedes 7.1.

7.3 Nationality has no effect on stacking.

7.4 Units with an active combat mode do not count for stacking purposes.

8.0 MOVEMENT

During the execution phase the computer will move each player's units as per their orders. A unit's movement allowance is dependent on its march mode and corps type (infantry or cavalry corps). Each unit will deduct from its movement allowance a number of movement points for each action performed during the turn. Unused movement points are not transferred from unit to unit nor accumulated from turn to turn; however, the effects of spent movement points do accumulate from turn to turn. Example: A normal marching infantry corps spends two movement points to move one hex and then spends its last movement point towards entering another hex. On the next turn, the unit will only use one movement point to enter the next hex.

Corps receiving an SU, PT, or CM order while not in a ZOC will be slightly delayed despite the fact that there is no MP cost associated with these commands.

8.1 Night Turns (2100)

During night turns, units have 1½ their normal movement allowance and gain fatigue points at three times the normal rate. No combat may occur at night. Units normal marching at night gain one fatigue point. Units withdrawing at night withdraw in normal march mode instead of force march mode.

8.2 Units not moving from one road hex to another road hex gain ¼ of a fatigue point (in effect, these units are moving on secondary roads which is not as easy to do as moving on the main roads shown on the mapboard).

8.3 If two opposing units try to enter each other's hex, at the same instant, then only the French force would move.

8.4 Rivers not crossed from a road hex to another road hex (i.e. an unbridged hexside) cause the gain of a fatigue point.

8.5 Forest hexes may never be entered.

8.6 Rain Turns

During rain turns, all movement point costs are doubled. All orders which have begun to be executed during a rain turn will take twice as long to execute. Thus a unit which begins to cross a river during a rain turn would spend 8 movement points crossing the river and entering the hex, even if the move was completed during a non-rain turn. No combat may occur during rain turns.

8.7 Movement Cost Chart

Action	Movement Point Cost
Enter Hex	2
Change Deployment Mode	1
Conduct Attack	1
Conduct Hasty Attack	1
Cross River Hexside	+2

8.8 During 0500 turns in the Leipzig scenario, no movement points may be expended. It still is considered to be dark.

8.9 Effects of Urgency and Leadership on Movement

A corps will choose its march mode based on the urgency given the corps and the aggressiveness of the leader of the corps. The higher the urgency the greater the chance a unit will force march and the less the chance a unit will rest. Also, the higher the leader's aggressiveness the greater the chance of force march and the lower the chance of rest. At night units will move as if their urgency was set 3 lower than it actually is. Units which have had their march mode set for them (either by force movement or the SM command) will follow the march mode given and will not look at their urgency or leadership.

9.0 COMBAT

Any time a hex is occupied by two opposing forces during a non-rain day turn, and one of the forces is undemoralized, combat may occur. Combat occurs when either or both of the forces expends a movement point to attack the opposing force.

9.1 Which Units Participate in Combat

All enemy units in the battle hex will be attacked. If a friendly army commander with attack orders is in the hex then all friendly units with attack orders will participate. *Note: This is the only difference between a secondary army commander and a normal corps commander.* If there is no friendly army commander with attack orders in the hex, each friendly unit with attack orders will attack independently. *Note: This tactic can be devastating if each attacking corps can get acceptable odds.* Under most circumstances a unit will only be permitted to attack once during a turn. However, if an army commander starts spending movement points after a combat has occurred, and does attack during the turn, the other friendly corps with attack orders will join in.

9.2 Reconnaissance will be performed prior to each battle. If one side thinks it is outnumbered by 1:1.75 or worse, it will temporarily assume an urgency of 1; and, if its contact mode is initiative, it will assume stand combat mode.

9.2.1 Reconnaissance is performed by comparing the light cavalry strengths of the opposing sides. The more light cavalry strength that a side has over his opponent (including morale and effectiveness), the more accurate will be his reconnaissance. Error in reconnaissance will vary from $\pm 10\%$ to $\pm 50\%$. Forces with equal light cavalry strengths will have a reconnaissance error of $\pm 35\%$.

9.2.2 The combat strengths of both sides will be adjusted by applicable combat shifts as follows: A combat multiple is determined for each unit type for each corps and is multiplied by the unit type strength. *Example: a corps has 50 infantry strength points and 20 foot gun strength points. The multiple for the infantry might be 8 and the multiple for the foot guns 12. The combat strength for the corps would then be 640 ($8 \times 50 + 12 \times 20 = 640$).* The multiple is made up of all applicable combat shifts listed below.

heavy cavalry	+1.5 light cavalry	+1
cavalry in withdraw combat mode	+1 horse guns	+3
cavalry in a town hex	-2 foot guns	+2.5
cavalry in road mode	+1 rifle	+3
unit deployed	+5 grenadiers	+2
unit in stand combat mode	+6 light infantry	+2
unit in attack combat mode	+3 line infantry	+2
unit in hasty attack combat mode	+2 corps morale —	
light infantry or rifles in town	per morale point	+1
unit in stand combat mode in town	+2 unit effectiveness —	
	per effectiveness point	+1

9.2.3 If the army headquarters is in the battle hex the player will be given the estimated battle odds by using the estimated strengths determined in 9.2.1 and 9.2.2. With this information the player will be asked what urgency is desired in the battle. The response should be a number between 0 and 9, inclusive. An army headquarters unit which is attacking may give an urgency of 0, which tells the attacking units to abort the attack in progress (however, the units will remain in combat mode attack). A defending army headquarters unit which gives an urgency of 0 will have its urgency automatically set to 1.

9.3 Now the real battle odds are determined in a manner identical to that above, except that no reconnaissance error is factored. These battle odds are expressed as a ratio of 1:n or n:1, where n is a number greater than or equal to 1. *Example: 3:1, 1:4, 2.2:1.*

9.4 Next, the leadership odds are determined. The leadership odds are the ratio of one controlling leader to the other. The controlling leader is the senior army commander; or, if no army commander is present, the leader of the lowest numbered corps.

9.5 The two ratios determined in 9.3 and 9.4 when multiplied together give the combat odds. *Example: The battle odds are 2:1, the leadership odds are 1:1.5. the combat odds would be approximately 2:1.5 or 1.3333:1 (there is a random factor thrown in).*

9.6 Casualties

Casualties are based on three things: the ferocity of the battle, the combat odds, and the unit types involved.

9.6.1 Ferocity is what controls the number of losses. Ferocity is determined by taking the urgency of each commander and, for each point of difference between their leaderships, temporarily adjusting the urgency of the inferior commander 1 point toward that of the superior commander. Now average the superior leader's urgency with the adjusted urgency. This is the ferocity of the battle. *Example: Leader A has an urgency of 3 and a leadership of 8. Leader B has an urgency of 9 and a leadership of 5. The adjusted urgency would be 6 and the ferocity would be 4 ($(3 + 6) / 2 = 4$).* The table below shows the percentage casualty rate due to ferocity.

FEROCITY	1	2	3	4	5	6	7	8	9
CASUALTY	3	6	9	12	15	18	21	24	27

9.6.1.1 The Effects of Leader Aggressiveness on Combat Urgency
In order to determine the final urgency used by each commander in a battle, first find the average aggressiveness of each side's leaders involved in the combat and divide the number for each side by 10. Add this number to the urgency of the leader commanding the battle (primary, secondary, or lowest number leader) to find the actual urgency used by each side. *Example: Allied leaders have an aggressiveness of -30, 10, 0, -20, 0 and the Allied commander has given an urgency of 7 for the battle. The average of the leader aggressiveness ratings is -8 ($(-30+10+0-20+0)/5$) and this divided by 10 is -.8. Adding this to the seven urgency creates an urgency of 6.2 or 6 (rounds to the nearest integer).* Thus, the unaggressiveness of some of the Allied leaders has reduced the Allied battle urgency.

9.6.1.2 Echelon Attacks (deciding who is in the front lines and who is in reserve)

Before a battle each army commander (or the computer if there is no friendly primary commander in the battle) will be asked to rank his corps for combat purposes. Based on the urgency of the battle each army's corps will be divided into three echelons, with the higher ranked corps (numbers closer to 1) being in the first echelons (front lines) and the lower ranked corps in the second and third echelons (different states of reserve). The higher the battle urgency the greater the number of troops placed in the first echelon (it is assumed that the commander desires more troops to be in the initial

assault). Units in the front lines (echelon one and to a lesser extent echelon two) have a greater impact on the combat odds, but they also suffer greater losses. In this way a commander must decide when to commit his high effectiveness corps (guard corps) by giving them a high combat priority, for by doing so the combat odds will increase, but of course, so will the losses sustained by the guard corps.

9.6.2 The combat odds determine the ratio of casualties between the two forces. For instance, if the ferocity were 6 and the combat odds were 3:1, then the casualty rate would be 18%. The loser (the weaker force) would lose 18% and the winner would lose 6%. These losses are a percentage of the smaller force. However, if a corps is demoralized its loss will be a percentage of the LARGER force. *Example: In the above case, the winning force had 50,000 men. The losing force had 30,000 men. Therefore, the losing force would lose 5,400 (30,000 × .18) men and the winning force would lose 1,800 (30,000 × .06) men. In this case, the winner actually lost only 3.6% or 3% of his force involved and that is what the battle report would read.*

9.6.3 Once the number of losses are determined, these losses are distributed throughout the involved corps. A greater proportion of losses are taken by some types as compared to others. Artillery, light infantry, and riflemen take the most casualties and grenadiers the least.

9.7 If the combat odds are either 1:15 or 15:1 then the weaker force is destroyed (surrendered).

9.8 If a corps' strength falls below 15% of its original strength due to combat, it is destroyed.

9.9 When an 11th (HQ) corps unit is eliminated it will reappear on its communications hex immediately. The unit will reappear with a leadership value of 1.

10.0 DISPATCHES

Dispatches take two forms: the report and the order. During his Player Phase, a player will receive reports that were sent during previous Reconnaissance and/or Execution Phases. During the Order Receipt Phase, the corps will receive orders which were issued during previous Player Phases.

10.1 Battle reports are sent during any Execution Phase in which a battle occurs. Battle reports arrive during the friendly Player Phase of the following turn, adding one turn for each six hexes distance between the primary headquarters and the battle.

10.2 Reconnaissance reports and location reports are sent during each Reconnaissance Phase. They arrive during the friendly Player Phase of the same turn, adding one turn for each six hexes distance between the primary headquarters and the reporting corps.

10.3 Activity reports are not dispatches but are intelligence estimates of current troop concentrations (derived from such things as sun glinting on metal, fires, shots, etc.) For each occupied hex on the map there is a 10% chance that an activity report will be issued on it each turn. There is also the possibility of false reports.

10.4 Orders are sent each turn during the friendly Player Phase and arrive during the Order Receipt Phase of the same turn, adding

one turn for each six hex distance between the primary headquarters and the receiving corps at the time the orders are sent.

10.5 The following rule is an exception to Rule 10.4. During the Day 1 0500 and 0900 turn of the Waterloo Scenario, no orders may be issued to Allied Corps 5-8 and 11, and during the 0500 turn orders are immediately received by Allied Corps 1-4.

11.0 CORPS MORALE AND FATIGUE

Corps morale represents the corps' fatigue and willingness to fight. When corps morale reaches zero, the corps is demoralized. Demoralized corps suffer higher casualties in combat. A demoralized corps is automatically given a contact mode of Withdraw, an urgency of 1, and it loses all its previous non-immediate and combat immediate orders. Demoralized corps may not be sent new contact mode or urgency orders (if they are sent they are purged from the orders and are not read by the corps). The clearing of orders and the setting of contact mode Withdraw for demoralized corps occurs only just after a combat or during the fatigue phase. *Note: An army commander may not stop a demoralized corps from withdrawing. The morale of a corps is equal to CORPS EFFECTIVENESS + FATIGUE LEVEL.*

11.1 Fatigue is increased due to combat. For every 5% casualties suffered, the corps gains one fatigue point. Partial fatigue may be gained from lower casualties. *Example: 8% losses + 1.5 fatigue points gained.*

11.2 Corps in force march mode gain one fatigue point per turn.

11.3 All corps in rest mode or corps that have not expended any movement points lose $\frac{3}{4}$ fatigue point if they are able to trace a line of communications (French units during the first four days of a game need not trace a communications line to lose $\frac{3}{4}$ fatigue point). A line of communications is a path of continuous hexes uninterrupted by enemy units to the corps' communications hex. Lines of communication are established at the start of the game and may be changed during 0500 game turns.

11.4 All corps in rest mode or corps that have not expended any movement points in the turn lose $\frac{1}{4}$ of a fatigue point (in addition to the $\frac{3}{4}$ point lost due to resting on a line of communication, see 11.3).

11.5 The gain of fatigue is tripled at night. Units normal marching at night gain one fatigue point.

11.6 Each unit gains $\frac{1}{4}$ of a fatigue point when moving to or from a non-road hex.

11.7 Each unit gains 1 fatigue point when crossing an unbridged river hexside. This is in addition to the fatigue gained through the provisions of Section 11.6.

11.8 Corps participating in combat suffer $\frac{1}{2}$ fatigue point in addition to the fatigue gained through the provisions of Section 11.1.

11.9 Non HQ corps with 15 or more fatigue points are destroyed.

12.0 ORDER TYPES

There are three types of orders that may be given . . . immediate orders, combat immediate orders, and non-immediate orders. Immediate orders are orders which are executed during the orders phase such as RT(retreat), or any order from Menu A. Non-immediate orders are those which are entered into the dispatch, and, when they arrive, they will eliminate any orders the receiving corps has been working on or had not yet started to execute. Non-immediate orders will also eliminate any movement points spent toward executing an action. Combat immediate orders are orders which are sent by dispatch. If the unit receiving the orders is in a ZOC at the time of receipt, then the orders are treated as immediate orders. If the corps is not in a ZOC, then the combat immediate orders are treated as non-immediate orders. It is important that the player understand that issuing orders each turn is much less efficient (and probably futile) than sending one dispatch with series of orders that will take many turns to execute. Also, note that reissuing orders to a corps during the same orders phase after having returned to Menu A will cause the loss of the orders already issued to that corps during that orders phase.

Note: Since combat immediate orders being received are executed at once if the corps is in a ZOC at the time of receipt, the corps will execute even those combat immediate orders which are at the end of the dispatch. This can cause a corps to assume stand mode when you only wanted it to stand after it had finished executing its movement orders.

13.0 THE ORDERS

A player may give orders which 1) do not go to the player's corps (but which give information or decisions affecting the strategic situation), 2) orders to the corps or 3) orders to a group of corps or 'force'.

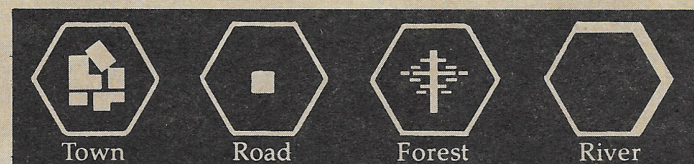
13.1 Menu A: Strategic Orders

Orders from Menu A are given in response to the question "What are your orders, sir?". The following is a list of possible answers to that question.

13.1.1 LM: Look at Map

1. The player is first asked "Hexon?" An answer of "Y" will cause the hex grid to appear with the map. Any other key will eliminate the hex grid.
2. The player is then asked "What corner hex (X, Y)?" The response should be the x, y coordinates of the desired upper left hand corner hex inputted as two numbers separated by a comma. The x coordinate must be an integer number between 1 and 9; the y coordinate an integer between 1 and 13.
3. The map is now displayed. The following is a key to the map:

TERRAIN KEY



4. The computer now asks "Do you wish to continue looking at the map (Y or N)?" If the answer is yes, the computer repeats the routine from Step 2. If the answer is no, the computer returns to Menu A.

13.1.2 SR: Status Report

The computer will display the current status of all units in one turn dispatch distance (demoralized corps will be shown in inverse). The

display might look like this:

CORPS	EFF	FAT	INF	CAV	GUNS	URG	CON	%
1L	3.8	3	103	10	25	7	W	50
6S	5.2	0	125	31	102	5	A	100
11L	6	0	0	4	0	1	S	100

Under Corps is the Corps number, an L if the corps contains light cavalry; an S if the Corps is made up of at least 20% grenadiers, light infantry and/or riflemen; EFF is the Average Effectiveness Rating of the Corps and FAT is the amount of Fatigue suffered (the FAT is a truncated value). The Corps Morale is equal to the Average Effectiveness Rating + 2 - Fatigue suffered. In the above example, the 6th Corps would have a morale of 7.2 and the 1st Corps a morale of 2.8 (see Corps Morale). INF and CAV are the current number of infantry and cavalry, measured in hundreds of men. GUNS is the number of eight pounder equivalent cannons the corps has.

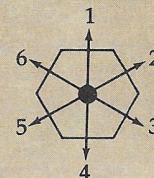
For example, four six pounders would be rated as a 3. URG is the current urgency rating of the corps and CON is the current contact mode. % is the percentage of the corp's original strength remaining.

13.1.3 DC: Designate Commander

This will redesignate the secondary army commander. The computer will ask "What Corps Commander?". This corps commander will instantly become the secondary army commander, while the previous secondary army commander will join the ranks.

13.1.4 LC: Reset Line of Communications

This command may only be given in 0500 game-turns. If the player has more than one line of communications, the computer will ask "Which Communications Line?". The answer must be the number of one of the Communications Lines the player set up at the beginning of the game. The map will now appear centered as close as possible around the given communication hex and a cursor will appear on the communications hex. Below the map, the computer will print the coordinates of the upper left hand hex on the screen and the coordinates giving the current position of the cursor. The computer will now ask "Direction?". The answer is the direction in which the cursor should be moved, defined as follows:



The cursor will move to the new hex, the cursor and current hexes listed will be updated and the computer will ask for directions again. If the direction given leads the cursor off the screen, the current hex will remain unchanged, but the map will be recentered about the cursor. The Communications Line may never enter a non-road non-town hex. Typing a zero will reset the cursor at the communications hex allowing the correction of mistakes.

Note: Doubling back does not correct a mistake . . . it just creates a fragment which can cause your communications line to be easily cut. Typing anything but a 0-6 will end the routine and the Communications Line created will go into effect.

13.1.5 SG: Save Game

This allows the players to save a game in progress.

13.1.6 ET: End Turn

This will end the current player turn.

13.1.7 OC: Order Corps

The player gives orders to a specific corps (Menu B). If any non-immediate orders (see Menus B & C) are given and arrive on a turn

in which previously given orders arrive, then the previously given orders are replaced by the new orders (i.e., the last issued set of orders are the ones that count). The computer asks "Orders to Whom?". When the answer (the corps to be given orders) is received, the computer transfers the player to Menu B.

13.1.8 Order Force

The first thing the computer does is find all corps eligible to be in the force and asks the player one by one if that corps is desired in the force. To be eligible, a corps must be on its line of communications and within one turn dispatch distance. The computer will then ask "What march rate do you wish (R, N, F)?" The answer will apply to the slowest corps in the force, while the march rate for each corps will be the slowest they can manage while traveling at the given speed.

Example: A force of one cavalry corps and one infantry corps (the slowest) receive orders to march at force march rate. The entire force would have 4 MP's that turn which, for the infantry corps, would be force marching, but for the cavalry corps this is normal marching. Thus, part of the force may force march while another part normal marches, but they will all move with the same speed (Note: This ability to specify the march rate can be helpful in preventing a unit in the lead of a column from blocking the column by resting. The march mode forced upon the corps only lasts one turn). The computer now transfers the player to Menu C. As with OC, the last set of orders issued are the ones that are executed (Note: The defined force and march speed last only one turn, though any orders given last as long as they normally would).

13.1.9 LD: Look at Dispatches

The turn's dispatches will be shown to the player.

13.2 Menu B: Orders to Corps

Orders from Menu B are given in response to the question "ORDERS?" The following is a list of possible answers to the question.

13.2.1 SU: Set Urgency

This is a combat immediate command in which the player orders a change of urgency for the corps. This change, like all non-immediate orders (see sections 13.17, 13.18), is made when the order is reached in the order set. Thus, the corps could move 3 hexes with an urgency 5, change the urgency to 7 and continue moving under the new urgency. However, this would necessitate 2 MV commands in that set. The computer prompts the player with the question "WHAT URGENCY (1-9)?"

13.2.2 SM: Set March Mode

This is an immediate command (it is not put into the orders but executed immediately) and can only be given to the 11th Corps. If you wish to give march mode orders to a corps it must be done by an OF command from Menu A or by an SU command from Menu's B & C (though this will only influence the chance of a given march mode). The prompt by the computer is "WHAT MARCH MODE (R, N, F)?"

13.2.3 CM: Set Contact Mode

This is a combat immediate command which sets the contact mode of the corps. After this command is given, the moment the corps enters an enemy ZOC the combat mode will automatically turn to whatever the contact mode of the unit is set at (if the contact mode is Initiative the corps will, of course, wait until it has performed reconnaissance before choosing its combat mode). The computer prompts with "WHAT CONTACT (I, W, S, A, H)?" and will require confirmation.

13.2.4 RT: Retreat to Hex

This is an immediate command which sets the number 1 priority hex to which a corps should withdraw. This command can only be

given to a corps within one turn dispatch distance and the hex may not be a forest hex. The computer asks "RETREAT TO WHAT HEX (X, Y)?" The player should respond with the coordinates of a hex adjacent to the withdrawing corps. This order does not force a corps to withdraw; it just sets the retreat priority hex in the event of a withdrawal. This order will last until the unit is moved one hex.

13.2.5 AT: Attack Hex

This is an immediate command which sets the number 1 priority hex to move into and attack. The AT command has identical restrictions as the RT command and the prompt "ATTACK WHAT HEX (X, Y)?" is responded to in the same way. This order, once given, will last until the unit moves one hex. This order may only be given to units in immediate dispatch range.

Note: This does not place the corps in attack mode.

13.2.6 RE: Reinforce hex

This is an immediate command which tells a corps that it should attempt to reinforce a hex containing friendly units without attacking enemy units in the hex. The corps must have a combat mode of attack or hasty attack in order for this command to be executed. The order is treated exactly as if it were an AT order except that combat will not be initiated. Unlike an AT order which will last until the unit has moved, an RE order will last for only one turn. If an army commander has an RE order and enters a hex where a battle is about to occur the battle will not occur (unless the entering unit is a secondary army commander and it enters a hex containing the primary commander). This order may only be given to units in immediate dispatch range.

13.2.7 MV: Move

This is a non-immediate command which controls the movement of the corps. The computer asks "STARTING HEX (X, Y)?" to determine where the player believes the corps will be when it receives the orders. The computer will center the map around the starting hex and then follow the same procedure as creating a line of communications for determining the path of movement. However, the corps can move off road (at a fatigue cost of 1/4), though it cannot move into a forest hex. If the corps is not within 1 hex of the starting hex when the MV order is executed, the corps will force march until it arrives on the path defined.

13.2.8 PT: Patrol

This is a non-immediate command which will cause the corps to assume normal march and patrol mode until it moves or occupies a hex in an enemy ZOC.

13.2.9 CD: Change Deployment Mode

This is a non-immediate command which will cause the corps to enter the deployment mode given in response to the question "WHAT DEPLOYMENT (R, D)?" R: Road Mode, D: Deployed.

13.2.10 EX: Exit Menu

This immediate command returns the player to Menu A.

13.2.11 OC: Order Corps

This is equivalent to giving an EX order followed by an OC order.

13.2.12 CS: Corps Status

This order may only be given to corps within one turn dispatch distance. When given the command it will cause the display of the corps' current combat mode, deployment mode, current hex, and a list of all orders the unit will attempt to execute.

13.3 Menu C: Force Orders

Orders from Menu C are given in response to the question "FORCE ORDERS?". The following is a list of possible answers to the question.

13.3.1 SU: Set Urgency

See 13.2.1

13.3.2 CM: Set Contact Mode

See 13.2.3

13.3.3 MV: Move

See 13.2.7

13.3.4 PT: Patrol

See 13.2.8

13.3.5 CD: Change Deployment Mode

See 13.2.9

13.3.6 EX: Exit Menu

See 13.2.10

13.4 It is important to realize that under normal circumstances it is not necessary to order corps to enter road or deployed mode, for movement orders and contact mode orders will automatically shift corps into the proper deployment mode for the action being performed.

14.0 FORCES AND HOW TO USE THEM (OR THE CARE AND FEEDING OF YOUR CORPS)

As related previously, forces are made up of one or more corps which are on their LOC and are within 1 turn dispatch range of the primary army commander (the army commander does not have to be part of the force). Two or more forces may be formed during a given turn as long as each corps meets the above conditions. However, if one corps is made a member of two forces it will only receive the orders given to the second force. Forces last only one turn, though their orders are not destroyed.

14.1 Forces make it easy to issue orders to many corps at once, instead of each individually. Any movement orders should use as a starting hex the location of the rear most corps, tracing the movement path through the other members of the force (if they are not in the same hex). The front units will not wait for the rest of the force but will act on their orders independently, moving along the movement path until they reach the destination hex.

14.2 Forces can be used to control the speed of the corps and thus control a stack, keeping the cavalry corps from moving way ahead. Likewise, the force can be used to make corps rest, normal, or force march as desired.

Note: The speed of a force is the speed of the slowest unit. Therefore, if a cavalry corps and an infantry corps compose a force which receives force march orders, then the infantry corps will force march (MP = 4) and the cavalry corps will normal march (MP = 4).

14.3 If a force is given no new orders which would normally cause it to lose its old orders, then the commander can still control the speed (march mode) of the force without changing its orders. This can be repeated every turn.

COUNTERS

Information Units



Enemy
Strength



Line of
Communication



Activity
Report

Combat Units



Corps
Counter



Corps
Counter
(Demoralized)

15.0 ORDER OF BATTLE

WATERLOO

CORPS	HEX	LEADER	INF	LTI	GRN	RF	LTCAV	HVCAV	HORSE FOOT		HISTORICAL UNITS	HISTORICAL			
									GUNS	GUNS		LEADERS	INFANTRY	CAVALRY	GUNS
FRENCH															
A	—	5/0	154	15	0	0	17	0	4	44	I CORPS	D'Erlon	16900	1700	48
B	—	5/0	135	71	0	0	20	0	5	44	II CORPS	Reille	20600	2000	49
C	—	5/10	130	21	0	0	10	0	4	36	III CORPS	Vandamme	15100	1000	40
D	—	4/0	115	16	0	0	5	10	9	36	IV CORPS	Gerard	13100	1500	45
E	—	5/20	80	14	0	0	0	0	4	36	VI CORPS	Lobau	9400	0	40
F	—	5/0	0	86	39	0	16	15	18	84	Imperial Guard	Mortier	12500	3100	102
G	—	6/—10	0	0	0	0	22	0	9	0	I Cav Corps	Pajol	0	2200	9
H	—	3/30	0	0	0	0	14	14	9	0	II Cav Corps	Excelmans	0	2800	9
I	—	6/0	0	0	0	0	0	31	9	0	III Cav Corps	Kellerman	0	3100	9
J	—	4/30	0	0	0	0	0	26	9	0	IV Cav Corps	Milhaud	0	2600	9
K	—	8/0	0	0	0	0	4	0	0	0	HQ Staff	Napoleon	0	400	0
ALLIED															
I	11,14	3/0	269	0	0	10	19	0	18	80	Prussian I Corps	Zeithen	27900	1900	98
II	17,16	4/20	259	0	0	0	45	0	18	54	Prussian II Corps	Blucher	25900	4500	72
III	16,12	3/0	206	0	0	0	24	0	18	24	Prussian III Corps	Thielmann	20600	2400	42
IV	21,9	3/—10	254	0	0	0	31	0	18	66	Prussian IV Corps	Bulow	25400	3100	84
V	8,9	2/10	167	33	41	0	0	0	4	42	Anglo-Allied I Corps	Orange	24100	0	46
VI	2,11	5/—10	190	44	0	6	0	0	9	28	Anglo-Allied II Corps	Hill	24000	0	37
VII	10,6	1/0	160	34	7	5	0	0	16	24	Anglo-Allied Reserve Corps	No Leader	20600	0	40
VIII	8,7	4/—10	0	0	0	0	107	30	41	0	Anglo-Allied Cav Corps	Uxbridge	0	13700	41
XI	10,6	9/0	0	0	0	0	4	0	0	0	HQ Staff	Wellington	0	400	0

	INFANTRY	CAVALRY	GUNS
Total French Forces	87,600	20,400	360
Total Prussian Forces	98,800	11,900	296
Total Anglo-Allied Forces	68,700	14,100	164
Total Allied Forces	167,500	26,000	460

LEIPZIG

CORPS	HORSE FOOT								HISTORICAL						
	HEX	LEADER	INF	LTI	GRN	RF	LTCav	HVCav	GUNS	FOOT	HISTORICAL UNITS	LEADERS	INFANTRY	CAVALRY	GUNS
FRENCH															
A	9,12	6/−10	166	54	0	0	12	0	4	118	II Corps, IX Corps	Victor Augereau	22000	1200	128
B	9,12	5/0	166	22	0	0	4	4	6	96	V Corps, VIII Corps	Lauriston, Poniatowski	18800	800	102
C	8,9	6/10	156	42	0	0	22	0	10	90	VI Corps, LEIPZIG OBS.	Marmont, Arrighi	19800	2200	100
D	10,4	5/0	198	100	18	0	10	0	12	92	IV Corps, XI Corps	Bertrand, Macdonald	31600	1000	104
E	7,3	4/−10	186	58	0	0	46	0	16	48	III Corps, VII Corps	Souham, Reynier	24400	4600	116
F	9,9	5/0	0	114	8	0	18	0	10	16	II Young Guard	Mortier	12200	1800	26
G	10,8	3/0	0	160	74	0	24	30	16	48	Old Guard, I Young Guard, Guard Cav	Drouot	23400	5400	64
H	9,12	5/20	0	0	0	0	48	32	12	0	IV Cav Corps, V Cav Corps	Murat	0	8000	12
I	10,4	4/10	0	0	0	0	20	44	22	0	I Cav Corps	Latour-Maubourg	0	6400	22
J	10,2	4/10	0	0	0	0	20	38	8	0	II Cav Corps	Sebastiani	0	5800	8
K	10,8	8/0	0	0	0	0	8	0	0	0	HQ Staff	Napoleon	0	800	0
ALLIED															
I	9,13	4/0	174	42	0	0	42	14	26	102	I + II Russian, II Prussian	Wittgenstein, Kleist	21600	5600	128
II	9,13	3/−10	64	56	8	0	32	0	4	50	IV Austrian Corps	Klenau	12800	3200	54
III	6,15	3/−10	172	44	0	0	52	0	18	112	II + III Austrian, 1st Lt	Meerveldt, Gyulai	21600	5200	130
IV	9,18	3/0	0	72	50	0	0	36	24	116	Austrian Reserve	Hesse-Homburg	12200	3600	140
V	9,18	3/−10	0	52	170	0	6	42	16	172	Russian-Prussian Reserve	Konstantin	22200	4800	188
VI	18,18	4/10	160	16	0	0	16	0	0	50	I Austrian Corps	Colloredo	17600	1600	50
VII	4,13	4/−30	0	0	0	0	84	0	0	0	Cossacks	Platow	0	8400	0
VIII	21,16	3/−10	226	42	6	0	62	10	18	104	Army of Poland	Bennigsen	27400	7200	122
IX	4,9	4/20	298	108	8	0	70	64	18	256	Army of Silesia	Blucher	41400	13400	274
X	1,6	4/−30	294	62	22	0	100	14	18	196	Army of the North	Bernadotte	37800	11400	214
XI	9,18	4/0	0	0	0	0	8	0	0	0	HQ Staff	Schwarzenberg	0	800	0

	INFANTRY	CAVALRY	GUNS
Total French Forces	152,200	38,000	682
Total Army of Bohemia	108,000	33,200	690
Total Army of Poland	27,400	7,200	122
Total Army of Silesia	41,400	13,400	274
Total Army of the North	37,800	11,400	214
Total Allied Forces	214,600	65,200	1300

Key

HEX = Starting Hex
 LEADER = Leadership Value/Aggressiveness
 INF = Line Infantry
 LTI = Light Infantry
 GRN = Grenadier
 RF = Riflemen
 LTCav = Light Cavalry
 HVCav = Heavy Cavalry

16.0 CREDITS

Game Design and Programming: Paul Murray

Game Development: Joel Billings and Larry Duffield

Customized Disc Operating System: Roland Gustafsson

Art and Graphic Design: Louis Hsu Saekow and Kevin Heney

Typesetting: Abracadabra Type

Printing: W.H. Barth & Co.



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